

## **ABSTRACT**

A system and method for literacy and language instruction that can be practiced with graphophonic word-building blocks, learning activities, software, an electronic device, and educational card/dice/bingo, etc. games with multi-sensory learning that revolves around and ideally combines graphophonic, semantic, and syntactic activity in language/literacy development. Other learning activities such as learning word classes, punctuation, and learning content matter may be included. A chart contains 44 images that represent the 44 sounds of English. Each image can be used as a phoneme cue (Phoneme Cue Image) for both phonemic awareness, phonological activity, and encoding words that may have a proximate display of alternate spellings around the Phoneme Cue Image on the block or card for example. Besides graphophonic encoding, word building activity may also simultaneously focus on building meaning and grammar practice. The activities can be done in a group setting and/or independent practice and learning. The system and methods can be used to teach speaking, listening, reading, and writing skills for both native and foreign languages such as English, Spanish, French, etc. The system and method may be called "ESCALERA," which means ladder in Spanish, implying a stage-like order and development of the units, processes, and goals of a language which is to comprehend and express meaning in oral and/or text language.